

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L2	313	((master\$5 primary\$3) and (slave\$3 secondary coprocessor\$5 co-processor\$5) ) with ((single adj memor\$5) (shar\$5 adj memor\$5))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 17:21
L3	2	((master\$5 primary\$3) and (slave\$3 secondary coprocessor\$5 co-processor\$5) ) with ((single adj memor\$5) (shar\$5 adj memor\$5)) with (multi-task\$5 multitask\$5 (multi adj task\$5) off-load\$5 (off adj load\$5))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 17:02
L4	666	((709/208) or (709/209)).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 17:22
L5	5	2 and 4	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 17:54
L6	0	2 and 4 and (multi-task\$5 (multitask\$5) (multi adj task\$5))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 17:08
L7	876	(709/213).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 17:08
L8	13	4 and 7	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 17:08
L9	0	8 and (multi-task\$5 (multitask\$5) (multi adj task\$5))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 17:08

L10	9	4 and 7 and @ad<"19991223"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 17:15
L11	4	"6393572"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 17:19
L12	3	"6442671"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 17:16
L13	66	((master\$5 primary\$3) and (slave\$3 secondary coprocessor\$5 co-processor\$5) ) with (off-load\$5 (off adj load\$5))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 17:23
L14	258	(off-load\$5 (off adj load\$5)) adj3 task\$5	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 17:21
L15	1	4 and 14	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 17:22
L16	6	13 and "709"/\$.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 17:23
L17	9	(single adj memory adj access\$5) with shar\$5	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 17:57

L18	586	(single adj memory adj access\$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 18:03
L19	0	(single adj memory adj access\$5) and 4	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 18:03
L20	0	(single adj memory adj3 access\$5) and 4	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 18:03
L21	31	(single adj memory adj3 access\$5) and "709"/\$.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 18:05
L22	99	(single adj memory adj3 access\$5) and (multiprocessor\$5 multi-processor\$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 18:04
L23	10	22 and "709"/\$.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/02/04 18:05
S1	10	((("5436909") or ("5504921") or ("5696486") or ("5768501") or ("5777549") or ("6064304")).PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/18 18:15
S2	7	"6064304"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/18 18:16


S3	1191	(respon\$5 adj2 time\$3) with (client\$5 user\$5) with (server\$5)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/18 18:17
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S5	545	S3 and "709"/\$.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/18 18:19
S6	33307	"4" and "709"/\$.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/18 18:19
S7	545	S5 and "709"/\$.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/18 18:19
S9	33307	"4" and "709"/\$.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/18 18:19
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S13	1	difference\$3 near3 (request\$3 near3 receiv\$5 near3 respon\$4 near3 time\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/19 11:06
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S17	57	(round adj trip adj respon\$3 adj time\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/19 11:19
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S19	10	((("6308211") or ("6286046") or ("6256669") or ("6202036") or ("6144961"))).PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/19 13:02

S20	2	("5740365").PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/19 13:02
S21	2	("6594044").PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/01/19 22:26




constructing an embedded system is decomposed into a functional and a connection problem. The functional problem is solved by constructing a formal reactive behavioural model. A CIP model consists of concurrent clusters of synchronously cooperating extended state machines. The state machines of a cluster interact by multi-cast events. State machines of dif ...

4 Pilot Command Center Testbed development environment: a better way to develop C<sup>3</sup> systems 

Charles R. Grauling


December 1991 **Proceedings of the conference on TRI-Ada '91: today's accomplishments; tomorrow's expectations**

Full text available:  [pdf\(1.20 MB\)](#) Additional Information: [full citation](#), [references](#), [citing terms](#), [index terms](#)

5 A distributed UNIX system based on a virtual circuit switch 

G. W.R. Luderer, H. Che, J. P. Haggerty, P. A. Kirsliis, W. T. Marshall

December 1981 **Proceedings of the eighth ACM symposium on Operating systems principles**

Full text available:  [pdf\(801.12 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citing terms](#), [index terms](#)

The popular UNIX<sup>TM</sup> operating system provides time-sharing service on a single computer. This paper reports on the design and implementation of a distributed UNIX system. The new operating system consists of two components: the S-UNIX subsystem provides a complete UNIX process environment enhanced by access to remote files; the F-UNIX subsystem is specialized to offer remote file service. A system can be configured out of many computers which operate either under the S-U ...

6 Performance projection and evaluation for a transaction-oriented system 

Stephen P. Gerke

June 1974 **Proceedings of the 2nd symposium on Simulation of computer systems**

Full text available:  [pdf\(667.76 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes a methodology designed to aid the development manager in obtaining software that is consistent with a shared resource environment and interactive response times. The need for such a method and the characteristics required of it are established initially. Performance projection and monitoring tools are briefly surveyed to establish the rationale for the selection of those included in the method. The combination of these tools to form the overall performance evaluation me ...

7 Software synthesis through task decomposition by dependency analysis 

Youngsoo Shin, Kiyong Choi

January 1997 **Proceedings of the 1996 IEEE/ACM international conference on Computer-aided design**

Full text available:  [pdf\(315.50 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citing terms](#), [index terms](#)  
 [Publisher Site](#)

Latency tolerance is one of main problems of software synthesis in the design of hardware-software mixed systems. This paper presents a methodology for speeding up systems through latency tolerance which is obtained by decomposition of tasks and generation of an efficient scheduler. The task decomposition process focuses on the dependency analysis of system i/o operations. Scheduling of the decomposed tasks is performed in a mixed static and dynamic fashion. Experimental results show the signifi ...

**Keywords:** Software synthesis, CDFG, dependency, thread, scheduler



## 8 Subtasking in APL

Alain Miville-deChêne, Louis P. A. Robichaud

January 1972 **Proceedings of the fourth international conference on APL**

Full text available:  [pdf\(592.68 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper we discuss a modification to APL/360 which allows rather interesting modes of use of APL, such as subtasking, multitasking, working without a terminal, communicating between terminals synchronously or asynchronously, etc. By subtasking we mean the subdivision of a main program into parts called subtasks, which may be executed concurrently, permitting such things as the overlapping of input/output with processing. One might consider that multitasking is involved in a ...

## 9 Session 1C: Operating systems: A system generation for a small operating system

Luke R. Pargiter, Jerry E. Sayers

April 1992 **Proceedings of the 30th annual Southeast regional conference**

Full text available:  [pdf\(379.42 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)


A system generation utility has been developed to assist students in producing IBM PC-based multitasking applications targeted for the small operating system (SOS) developed by Jerry E. Sayers. Our aim is to augment SOS by enabling a student to interactively tailor the characteristics of the operating system to meet the requirements of a particular application. The system allows the user to adjust factors such as: initial state, priority, and scheduling method of concurrently executed tasks, and ...

**Keywords:** concurrent processing, multitasking, operating systems, system generation

## 10 Task dependence and termination in Ada

Laura K. Dillon

January 1997 **ACM Transactions on Software Engineering and Methodology (TOSEM)**,  
Volume 6 Issue 1

Full text available:  [pdf\(685.94 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#),  
[review](#)

This article analyzes the semantics of task dependence and termination in Ada. We use a contour model of Ada tasking in examining the implications of and possible motivation for the rules that determine when procedures and tasks terminate during execution of an Ada program. The termination rules prevent the data that belong to run-time instances of scope units from being deallocated prematurely, but they are unnecessarily conservative in this regard. For task instances that are created by i ...

**Keywords:** Ada tasking, distributed termination, master/dependent relation, task termination, tasking execution model

## 11 Design issues in the development of a modular multiprocessor communications network

M. A. Franklin, S. A. Kahn, M. J. Stucki

April 1979 **Proceedings of the 6th annual symposium on Computer architecture**

Full text available:  [pdf\(518.34 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The design of a modular crossbar network that can be used to support a multiprocessor is reviewed in this paper. The network is viewed at a functional level and the objectives,

motivations and resultant design decisions are discussed. Two of these decisions relating to the nature and depth of pipelining in the network are examined in detail. The network designed is expandable in an easy fashion, flexible and suitable for large-scale integration.

**12 Algorithmic state machine implementation with hybrid microprocessing/microprogramming scheme**

Y. H. Kuo, L. Y. Kung

December 1986 **ACM SIGMICRO Newsletter , Proceedings of the 19th annual workshop on Microprogramming**, Volume 17 Issue 4

Full text available:  pdf(1.00 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper proposes a hybrid microprocessing/microprogramming (HMM) scheme to implement the algorithmic state machines (ASM). First, a behavior model of the HMM is defined. This model carries out any task by partitioning it into a microprocessing subtask which is executed by a microprocessor unit and a microprogramming subtask which is executed by a microprogrammed unit. The problems of constructing the microprogrammed unit of HMM are then considered, including the synthesis of control stor ...

**13 Multiuser microcomputer systems**

Ivan Flores

January 1983 **Proceedings of the 1983 annual conference on Computers : Extending the human resource**

Full text available:  pdf(158.45 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Microcomputers are small, efficient, powerful and inexpensive. They have found many uses in commerce and industry as well as for education and enlightenment. They are so inexpensive that it is possible in some firms to put one on everybody's desk. The computers are truly personal. Personal stand-alone computers are fine for doing independent individual work. When it comes to sharing the work of others, we need an integrated system. Information created by one person should be easi ...

**14 Two approaches to the implementation of a distributed simulation system**

Murali Krishnamurthi, Usha Chandrasekaran, Sallie Sheppard

December 1985 **Proceedings of the 17th conference on Winter simulation**

Full text available:  pdf(1.16 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#)

This paper describes two approaches to the implementation of distributed simulation currently being pursued at Texas A&M University. The first approach describes the design and the implementation of a distributed simulation system onto a Motorola 68000 based architecture. This approach involves transparently distributing the language support functions of an existing simulation language (GASP) onto multiple processors. The second approach discusses the implementation of simulation suppor ...

**15 The space shuttle primary computer system**

Alfred Spector, David Gifford

September 1984 **Communications of the ACM**, Volume 27 Issue 9


Full text available:  pdf(5.34 MB) Additional Information: [full citation](#), [references](#), [citing](#), [index terms](#)

**Keywords:** PASS, avionics system, space shuttle

**16 Models for visualization in parallel debuggers**

C. M. Pancake, S. Utter

August 1989 **Proceedings of the 1989 ACM/IEEE conference on Supercomputing**

Full text available:  [pdf\(1.68 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The complexity of parallel programming has stimulated the development of a variety of debugging tools. This survey of recent research focuses on debugger visualization systems. The effectiveness of such systems is bounded by the degree to which their representations of run-time behavior correlate with the language structures used to incorporate parallelism, as well as the logical framework adopted by the programmer. Current visualization systems are compared with the conceptual models suppo ...

### 17 Session 14: cluster computing: Adaptive load migration systems for PVM


Jeremy Casas, Ravi Konuru, Steve W. Otto, Robert Prouty, Jonathan Walpole  
November 1994 **Proceedings of the 1994 ACM/IEEE conference on Supercomputing**

Full text available:  [pdf\(927.71 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Adaptive load distribution is necessary for parallel applications to co-exist effectively with other jobs in a network of shared, heterogeneous workstations. We present three methods that provide such support for PVM applications. Two of these methods, MPVM and UPVM, adapt to changes in the workstation environment by transparently migrating the virtual processors (VPs) of the parallel application. A VP in MPVM is a Unix process, while UPVM defines light-weight, process-like VPs. The third method ...

### 18 Reliable, reusable Ada components for constructing large, distributed multi-task networks: networks architecture services (NAS)


W. Royce  
January 1989 **Proceedings of the conference on Tri-Ada '89: Ada technology in context: application, development, and deployment**

Full text available:  [pdf\(1.42 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper will introduce the key concepts of TRW's Reusable Message Based Design Software (Network Architecture Services- NAS) which has proven to be key to the CCPDS-R project's progress to date. The NAS software and supporting tools have provided the CCPDS-R Project team with reliable, powerful building blocks that have been integrated into extensive demonstrations to validate the critical design approaches. The CCPDS-R PDR Demonstration consisted of 130 Ada tasks interconnected via 450 ...

### 19 Distributed systems - programming and management: On remote procedure call

Patrícia Gomes Soares  
November 1992 **Proceedings of the 1992 conference of the Centre for Advanced Studies on Collaborative research - Volume 2**

Full text available:  [pdf\(4.52 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

The Remote Procedure Call (RPC) paradigm is reviewed. The concept is described, along with the backbone structure of the mechanisms that support it. An overview of works in supporting these mechanisms is discussed. Extensions to the paradigm that have been proposed to enlarge its suitability, are studied. The main contributions of this paper are a standard view and classification of RPC mechanisms according to different perspectives, and a snapshot of the paradigm in use today and of goals for t ...

### 20 Forth as a robotics language: part two

Paul Frenger  
June 1997 **ACM SIGPLAN Notices**, Volume 32 Issue 6

Full text available:  [pdf\(426.39 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This is the second part of a two-part paper describing the author's recent experiences with robot control systems. In part one, the three principal robotics language philosophies were

illustrated. This was followed by a discussion of unconventional languages for robot control, namely PostScript and Java. In this installment, the author describes how he used Forth as an object oriented programming language to develop a multiprocessor android control network. Some interesting Forth derivatives wil ...

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time access to program performance. A prototype of such an environment has been built for the Cedar multiprocessor. This paper describes the de ...

#### 4 Efficient debugging primitives for multiprocessors

Z. Aral, I. Gerther, G. Schaffer

April 1989 **ACM SIGARCH Computer Architecture News , Proceedings of the third international conference on Architectural support for programming languages and operating systems**, Volume 17 Issue 2

Full text available:  [pdf\(792.54 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#), [index terms](#)

Existing kernel-level debugging primitives are inappropriate for instrumenting complex sequential or parallel programs. These functions incur a heavy overhead in their use of system calls and process switches. Context switches are used to alternately invoke the debugger and the target programs. System calls are used to communicate data between the target and debugger. None of this is necessary in shared-memory multiprocessors. Multiple processors concurrently run both the debugge ...

#### 5 μ3L: An HLL-RISC processor for parallel execution of FP-language programs

M. Castan, E. I. Organick

April 1982 **Proceedings of the 9th annual symposium on Computer Architecture**


Full text available:  [pdf\(709.88 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

To eliminate the conceptual distance between the hardware instruction set and the user interface, some architects advocate High Level Language (HLL) machines. To obtain simple, fast and cheap machines, some architects advocate Reduced Instruction Set Computer (RISC) machines. This paper reconciles both views and presents an architecture which has both an HLL user interface and a RISC hardware. Each instance of this architecture is a module of an HLL multiprocessor system. Functio ...

#### 6 Measurement-based characterization of global memory and network contention, operating system and parallelization overheads

C. Natarajan, S. Sharma, R. K. Iyer

April 1994 **ACM SIGARCH Computer Architecture News , Proceedings of the 21ST annual international symposium on Computer architecture**, Volume 22 Issue 2

Full text available:  [pdf\(1.19 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#), [index terms](#)

This study presents a characterization of (1) the global memory and interconnection network contention overhead, (2) the operating system overheads, and (3) the runtime system parallelization overheads for the Cedar shared-memory multiprocessor. The measurements were obtained using five representative compute-intensive, scientific, loop parallel applications from the Perfect Benchmark Suite. The overheads were measured for a range of Cedar configurations from 1 processor to the full 4-cluster/32 ...

#### 7 The design of nectar: a network backplane for heterogeneous multicomputers

Emmanuel Arnould, H. T. Kung, Francois Bitz, Robert D. Sansom, Eric C. Coopern

April 1989 **ACM SIGARCH Computer Architecture News , Proceedings of the third international conference on Architectural support for programming languages and operating systems**, Volume 17 Issue 2

Full text available:  [pdf\(1.73 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#), [index terms](#)

Nectar is a "network backplane" for use in heterogeneous multicomputers. The initial system consists of a star-shaped fiber-optic network with an aggregate bandwidth of 1.6 gigabits/second and a switching latency of 700 nanoseconds. The system can be scaled up by connecting hundreds of these networks together. The Nectar architecture provides a

flexible way to handle heterogeneity and task-level parallelism. A wide variety of machines can be connected as Nectar nodes ...

### 8 The design of a distributed kernel

David R. Cheriton

January 1981 **Proceedings of the ACM '81 conference**


Full text available:  [pdf\(668.86 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The design of a distributed kernel for a multi-processor machine is described that combines the advantages of a shared centralized kernel with the efficiency of separate kernels per processor. The base machine architecture is a star network of microcomputer modules with a minicomputer as the central node, implemented using off-the-shelf hardware. The kernel implements a uniform, location transparent model of processes communicating via messages. Preliminary measurements are given for the me ...

### 9 The family of concurrent logic programming languages

Ehud Shapiro

September 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 3

Full text available:  [pdf\(9.62 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Concurrent logic languages are high-level programming languages for parallel and distributed systems that offer a wide range of both known and novel concurrent programming techniques. Being logic programming languages, they preserve many advantages of the abstract logic programming model, including the logical reading of programs and computations, the convenience of representing data structures with logical terms and manipulating them using unification, and the amenability to metaprogrammin ...

### 10 Performing remote operations efficiently on a local computer network

Alfred Z. Spector

April 1982 **Communications of the ACM**, Volume 25 Issue 4

Full text available:  [pdf\(1.58 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A communication model is described that can serve as a basis for a highly efficient communication subsystem for local networks. The model contains a taxonomy of communication instructions that can be implemented efficiently and can be a good basis for interprocessor communication. These communication instructions, called remote references, cause an operation to be performed by a remote process and, optionally, cause a value to be returned. This paper also presents implementation considerati ...

**Keywords:** communication models, efficient communication, transactions

### 11 Comparison of Raw and Internet protocols in a HIPPI/ATM/SONET based gigabit network

Raj K. Singh, Stephen G. Tell, Shaun J. Bharrat

January 1996 **ACM SIGCOMM Computer Communication Review**, Volume 26 Issue 1

Full text available:  [pdf\(946.21 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

We compare implementation of Raw and Internet protocols (TCP, UDP) on a programmable HIPPI host-interface called the Network Interface Unit. The network interface unit connects Pixel-Planes 5, a message-based graphics multicomputer, to a wide area gigabit network called VISTAnet. The BISON network consists of a SONET cross-connect switch and an ATM switch. We discuss the tradeoffs between protocols for our target application and present a comparison of end-to-end throughput based on empirical me ...

**12** A concurrent on-board vision system for a mobile robot 

J. P. Jones

January 1989 **Proceedings of the third conference on Hypercube concurrent computers and applications - Volume 2**Full text available:  pdf(929.35 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#), [index terms](#)

Robot vision algorithms have been implemented on an 8-node NCUBE-AT hypercube system onboard a mobile robot (HERMIES) developed at Oak Ridge National Laboratory. Images are digitized using a framegrabber mounted in a VME rack. Image processing and analysis are performed on the hypercube system. The vision system is integrated with robot navigation and control software, enabling the robot to find the front of a mockup control panel, move up to the panel, and read an analog meter. Among the c ...

**13** Dissertation Abstracts in Computer Graphics January 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 1Full text available:  pdf(2.53 MB) Additional Information: [full citation](#)**14** Jade: a distributed software prototyping environment 

Ian H. Witten, Graham M. Birtwistle, John Cleary, David R. Hill, Danny Levinson, Greg Lomow, Radford Neal, Murray Peterson, Brian W. Unger, Brian Wyvill

July 1983 **ACM SIGOPS Operating Systems Review**, Volume 17 Issue 3Full text available:  pdf(629.47 KB) Additional Information: [full citation](#), [abstract](#), [references](#)


The Jade research project is aimed at building an environment which comfortably supports the design, construction, and testing of distributed computer systems. This note is an informal project description which delimits the scope of the work and identifies the research problems which are tackled. Some design issues are discussed, and progress to date is described.

**15** Living in a dynamic world 

R. L. Andersson

November 1999 **Proceedings of 1986 ACM Fall joint computer conference**Full text available:  pdf(1.18 MB) Additional Information: [full citation](#), [references](#), [index terms](#)**16** VLSI assist for a multiprocessor 

Bob Beck, Bob Kasten, Shreekanth Thakkar

October 1987 **Proceedings of the second international conference on Architectural support for programming languages and operating systems**, Volume 15 , 22 , 21 Issue 5 , 10 , 4Full text available:  pdf(1.28 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#), [index terms](#)

Multiprocessors have long been of interest to computer community. They provide the potential for accelerating applications through parallelism and increased throughput for large multi-user system. Three factors have limited the commercial success of multiprocessor systems; entry cost, range of performance, and ease of application. Advances in very large scale integration (VLSI) and in computer aided design (CAD) have removed these limitations, making possible a new class of multiprocessor system ...

**17** Compiling nested data-parallel programs for shared-memory multiprocessors 



Siddhartha Chatterjee

July 1993 **ACM Transactions on Programming Languages and Systems (TOPLAS)**,

Volume 15 Issue 3

Full text available:  [pdf\(4.17 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)**Keywords:** compilers, data parallelism, shared-memory multiprocessors**18** [The effectiveness of affinity-based scheduling in multiprocessor network protocol processing \(extended version\)](#) 

James D. Salehi, James F. Kurose, Don Towsley

August 1996 **IEEE/ACM Transactions on Networking (TON)**, Volume 4 Issue 4Full text available:  [pdf\(1.71 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**19** [Variations on UNIX for parallel-processing computers](#) 


Channing H. Russell, Pamela J. Waterman

December 1987 **Communications of the ACM**, Volume 30 Issue 12Full text available:  [pdf\(1.99 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Porting a familiar UNIX environment to today's parallel-processing computers is challenging, but options abound.

**20** [Functional divisions in the Piglet multiprocessor operating system](#) 

Steve Muir, Jonathan Smith

September 1998 **Proceedings of the 8th ACM SIGOPS European workshop on Support for composing distributed applications**Full text available:  [pdf\(593.67 KB\)](#)Additional Information: [full citation](#), [index terms](#)

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1 ["Topologies"—distributed objects on multicomputers](#)

Karsten Schwan, Win Bo

May 1990 **ACM Transactions on Computer Systems (TOCS)**, Volume 8 Issue 2

Full text available: [pdf\(3.83 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Application programs written for large-scale multicomputers with interconnection structures known to the programmer (e.g., hypercubes or meshes) use complex communication structures for connecting the applications' parallel tasks. Such structures implement a wide variety of functions, including the exchange of data or control information relevant to the task computations and/or the communications required for task synchronization, message forwarding/filtering under program control, and so o ...



2 [Non-intrusive and interactive profiling in parasight](#)

Ziya Aral, Ilya Gertner

January 1988 **ACM SIGPLAN Notices , Proceedings of the ACM/SIGPLAN conference on Parallel programming: experience with applications, languages and systems**, Volume 23 Issue 9

Full text available: [pdf\(1.05 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Debugging the performance of parallel applications is crucial for fully utilizing the potential of multiprocessor hardware. This paper describes profiling tools in Parasight, a programming environment that is geared towards non-intrusive performance analysis and high-level debugging. In Parasight, profilers execute as observer programs which run concurrently with the target program and monitor its behavior. This design grew out of our experience in debugging and monitoring the performance o ...

3 [Efficient debugging primitives for multiprocessors](#)

Z. Aral, I. Gerther, G. Schaffer

April 1989 **ACM SIGARCH Computer Architecture News , Proceedings of the third international conference on Architectural support for programming languages and operating systems**, Volume 17 Issue 2

Full text available: [pdf\(792.54 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Existing kernel-level debugging primitives are inappropriate for instrumenting complex

sequential or parallel programs. These functions incur a heavy overhead in their use of system calls and process switches. Context switches are used to alternately invoke the debugger and the target programs. System calls are used to communicate data between the target and debugger. None of this is necessary in shared-memory multiprocessors. Multiple processors concurrently run both the debugge ...

#### 4 Run-time monitoring of concurrent programs on the Cedar multiprocessor


Sanjay Sharma, Allen D. Malony, Michael W. Berry, Priyamvada Sinvhah-Sharma  
November 1990 **Proceedings of the 1990 ACM/IEEE conference on Supercomputing**

Full text available:  [pdf\(919.02 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

The ability to understand the behavior of concurrent programs depends greatly on the facilities available to monitor execution and present the results to the user. Beyond the basic profiling tools that collect data for post-mortem viewing, explorative use of multiprocessor computer systems demands a dynamic monitoring environment capable of providing run-time access to program performance. A prototype of such an environment has been built for the Cedar multiprocessor. This paper describes the de ...

#### 5 Measurement-based characterization of global memory and network contention, operating system and parallelization overheads


C. Natarajan, S. Sharma, R. K. Iyer  
April 1994 **ACM SIGARCH Computer Architecture News , Proceedings of the 21ST annual international symposium on Computer architecture**, Volume 22 Issue 2

Full text available:  [pdf\(1.19 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This study presents a characterization of (1) the global memory and interconnection network contention overhead, (2) the operating system overheads, and (3) the runtime system parallelization overheads for the Cedar shared-memory multiprocessor. The measurements were obtained using five representative compute-intensive, scientific, loop parallel applications from the Perfect Benchmark Suite. The overheads were measured for a range of Cedar configurations from 1 processor to the full 4-cluster/32 ...

#### 6 The family of concurrent logic programming languages

Ehud Shapiro  
September 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 3

Full text available:  [pdf\(9.62 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Concurrent logic languages are high-level programming languages for parallel and distributed systems that offer a wide range of both known and novel concurrent programming techniques. Being logic programming languages, they preserve many advantages of the abstract logic programming model, including the logical reading of programs and computations, the convenience of representing data structures with logical terms and manipulating them using unification, and the amenability to metaprogrammin ...

#### 7 The design of nectar: a network backplane for heterogeneous multicomputers

Emmanuel Arnoold, H. T. Kung, Francois Bitz, Robert D. Sansom, Eric C. Cooperm  
April 1989 **ACM SIGARCH Computer Architecture News , Proceedings of the third international conference on Architectural support for programming languages and operating systems**, Volume 17 Issue 2

Full text available:  [pdf\(1.73 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Nectar is a "network backplane" for use in heterogeneous multicomputers. The initial system consists of a star-shaped fiber-optic network with an aggregate bandwidth of 1.6 gigabits/second and a switching latency of 700 nanoseconds. The system can be scaled up

by connecting hundreds of these networks together. The Nectar architecture provides a flexible way to handle heterogeneity and task-level parallelism. A wide variety of machines can be connected as Nectar nodes ...

## 8 Performing remote operations efficiently on a local computer network

Alfred Z. Spector

April 1982 **Communications of the ACM**, Volume 25 Issue 4

Full text available:  pdf(1.58 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A communication model is described that can serve as a basis for a highly efficient communication subsystem for local networks. The model contains a taxonomy of communication instructions that can be implemented efficiently and can be a good basis for interprocessor communication. These communication instructions, called remote references, cause an operation to be performed by a remote process and, optionally, cause a value to be returned. This paper also presents implementation considerations ...

**Keywords:** communication models, efficient communication, transactions

## 9 The design of a distributed kernel

David R. Cheriton

January 1981 **Proceedings of the ACM '81 conference**

Full text available:  pdf(668.86 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The design of a distributed kernel for a multi-processor machine is described that combines the advantages of a shared centralized kernel with the efficiency of separate kernels per processor. The base machine architecture is a star network of microcomputer modules with a minicomputer as the central node, implemented using off-the-shelf hardware. The kernel implements a uniform, location transparent model of processes communicating via messages. Preliminary measurements are given for the machine ...

## 10 Compiling nested data-parallel programs for shared-memory multiprocessors

Siddhartha Chatterjee

July 1993 **ACM Transactions on Programming Languages and Systems (TOPLAS)**,  
Volume 15 Issue 3

Full text available:  pdf(4.17 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

**Keywords:** compilers, data parallelism, shared-memory multiprocessors

## 11 Jade: a distributed software prototyping environment

Ian H. Witten, Graham M. Birtwistle, John Cleary, David R. Hill, Danny Levinson, Greg Lomow, Radford Neal, Murray Peterson, Brian W. Unger, Brian Wyvill

July 1983 **ACM SIGOPS Operating Systems Review**, Volume 17 Issue 3

Full text available:  pdf(629.47 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

The Jade research project is aimed at building an environment which comfortably supports the design, construction, and testing of distributed computer systems. This note is an informal project description which delimits the scope of the work and identifies the research problems which are tackled. Some design issues are discussed, and progress to date is described.

## 12 Living in a dynamic world

R. L. Andersson

November 1999 **Proceedings of 1986 ACM Fall joint computer conference**

Full text available:  pdf(1.18 MB) Additional Information: [full citation](#), [references](#), [index terms](#)

### 13 VLSI assist for a multiprocessor

Bob Beck, Bob Kasten, Shreekant Thakkar

October 1987 **Proceedings of the second international conference on Architectural support for programming languages and operating systems**, Volume 15 , 22 , 21 Issue 5 , 10 , 4

Full text available:  pdf(1.28 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

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### 14 The effectiveness of affinity-based scheduling in multiprocessor network protocol processing (extended version)

James D. Salehi, James F. Kurose, Don Towsley

August 1996 **IEEE/ACM Transactions on Networking (TON)**, Volume 4 Issue 4

Full text available:  pdf(1.71 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

### 15 A survey of commercial parallel processors

Edward Gehringer, Janne Abullarade, Michael H. Gulyn

September 1988 **ACM SIGARCH Computer Architecture News**, Volume 16 Issue 4


Full text available:  pdf(2.96 MB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This paper compares eight commercial parallel processors along several dimensions. The processors include four shared-bus multiprocessors (the Encore Multimax, the Sequent Balance system, the Alliant FX series, and the ELXSI System 6400) and four network multiprocessors (the BBN Butterfly, the NCUBE, the Intel iPSC/2, and the FPS T Series). The paper contrasts the computers from the standpoint of interconnection structures, memory configurations, and interprocessor communication. Also, the share ...

### 16 Variations on UNIX for parallel-processing computers

Channing H. Russell, Pamela J. Waterman

December 1987 **Communications of the ACM**, Volume 30 Issue 12

Full text available:  pdf(1.99 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Porting a familiar UNIX environment to today's parallel-processing computers is challenging, but options abound.

### 17 Hardware support for interprocess communication

U. Ramachandran, M. Solomon, M. Vernon

June 1987 **Proceedings of the 14th annual international symposium on Computer architecture**

Full text available:  pdf(1.10 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In recent years there has been increasing interest in message-based operating systems, particularly in distributed environments. Such systems consist of a small message-passing kernel supporting a collection of system server processes that provide such services as resource management, file service, and global communications. For such an architecture to be practical, it is essential that basic messages be fast, since they often replace what would be a simple procedure call o ...

### 18 A taxonomy of parallel sorting

Dina Bitton, David J. DeWitt, David K. Hsaio, Jaishankar Menon  
September 1984 **ACM Computing Surveys (CSUR)**, Volume 16 Issue 3

Full text available:  [pdf\(2.58 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)



### 19 Exploiting variable grain parallelism at runtime

Anoop Gupta, Andrew Tucker  
January 1988 **ACM SIGPLAN Notices , Proceedings of the ACM/SIGPLAN conference on Parallel programming: experience with applications, languages and systems**, Volume 23 Issue 9


Full text available:  [pdf\(1.29 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Currently, almost all parallel implementations of programs fix the granularity at which parallelism is exploited at design time. Depending on the application structure and the parallel hardware structure, the programmer decides to exploit parallelism at a fine granularity or coarse granularity or some intermediate granularity, but this granularity is not changed at runtime. In this paper we argue that for many applications fixing the granularity in advance is not a good strategy. Instead it ...



### 20 Background execution of time warp programs

Christopher D. Carothers, Richard M. Fujimoto  
July 1996 **ACM SIGSIM Simulation Digest , Proceedings of the tenth workshop on Parallel and distributed simulation**, Volume 26 Issue 1

Full text available:  [pdf\(954.91 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

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*Riccardi, G.; Traversat, B.; Chandra, U.;*

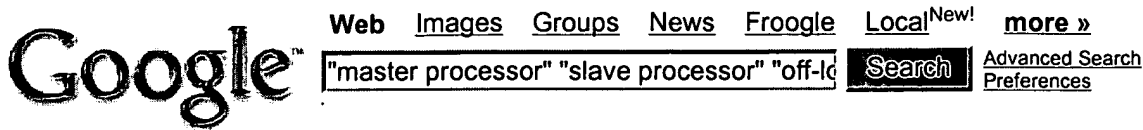
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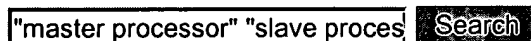
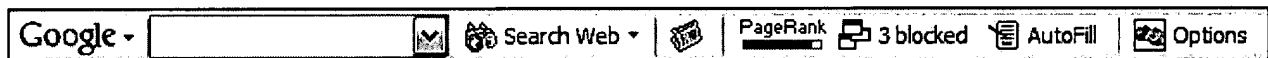
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